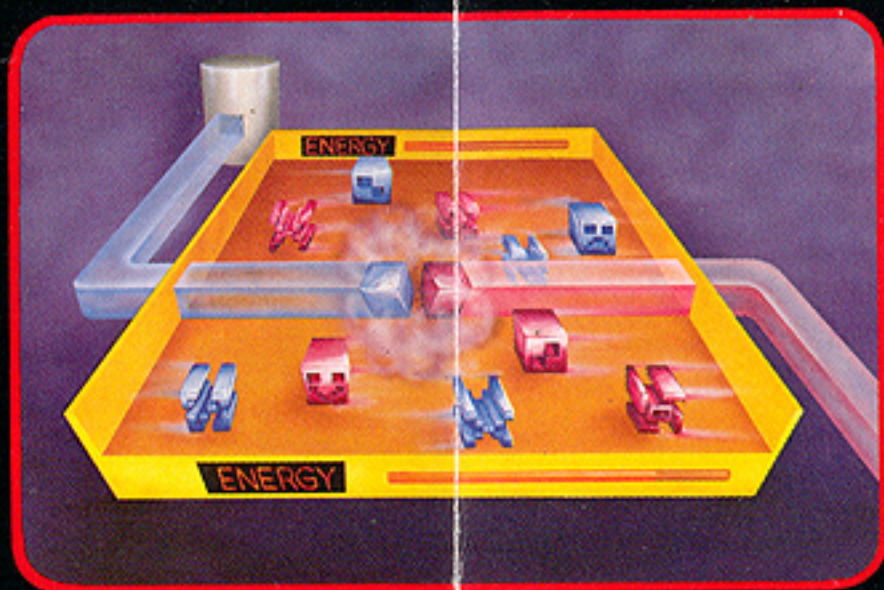


# Answer Software

Corporation

**PRESENTS A VIDEO GAME  
FOR THE ATARI 2600 SYSTEM**



**ASC 2001**

## **Confrontation**

**(FOR TWO PLAYERS)**

*This is the third in ANSWER SOFTWARE'S series of exciting video game cartridges designed specifically for user programmability.*

*Test your skill in this offensive and defensive struggle as you CONFRONT and conquer your opponent in this fast moving and exciting "Electronic Board Game". This game is designed for use by the entire family.*

*As your skill level develops, offensive and defensive strategies will come into play as you build walls to block your opponent or try to elude him as you move your playing pieces off the board to home base.*

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## STORY OF CONFRONTATION

GAME MASTERS of the Inter-Galactic Gaming Federation have supplied you with a CONFRONTATION game board. It has two energy transmission bars, two energy indicators, a playing field and 12 playing pieces (10 pawns and 2 captains). Each opposing side, (one blue, the other red) not only has five pawns, and a captain, but also has a hidden robot crew to monitor your moves and signal you when you have made a mistake. They also handle refueling when necessary.

The object of this game is to move all your playing pieces off the board. All of your pawns must be removed from the board first, then you may move your captain off. When all of one side's playing pieces have been removed from the board, the game is OVER.

To move your men they must be supplied with energy. This is done through the energy transmission bar. To supply any of the pieces with energy, position the energy bar over the piece (the energy bar must be completely within the piece). To engage a pawn, press the fire button once. To engage the captain, press the fire button twice without moving the joystick in between. To disengage any man, press the fire button once.

The captains have special powers. Captains can move anywhere on the board and they have the power to send opposing pawns back to their starting point simply by coming in contact with them. If two captains come in contact with each other, both are sent back to their starting position. When all pawns of one side have been removed, the captain of that side will lose his special powers and then can be moved off the board.

The GAME MASTERS have supplied the playing field with a wandering neutral playing piece. At times this piece is just a wall and will block your movements but at other times this special piece will be a refueling station. If any player comes in contact with the refueling station, your fuel reserves will be recharged as long as you are in contact.

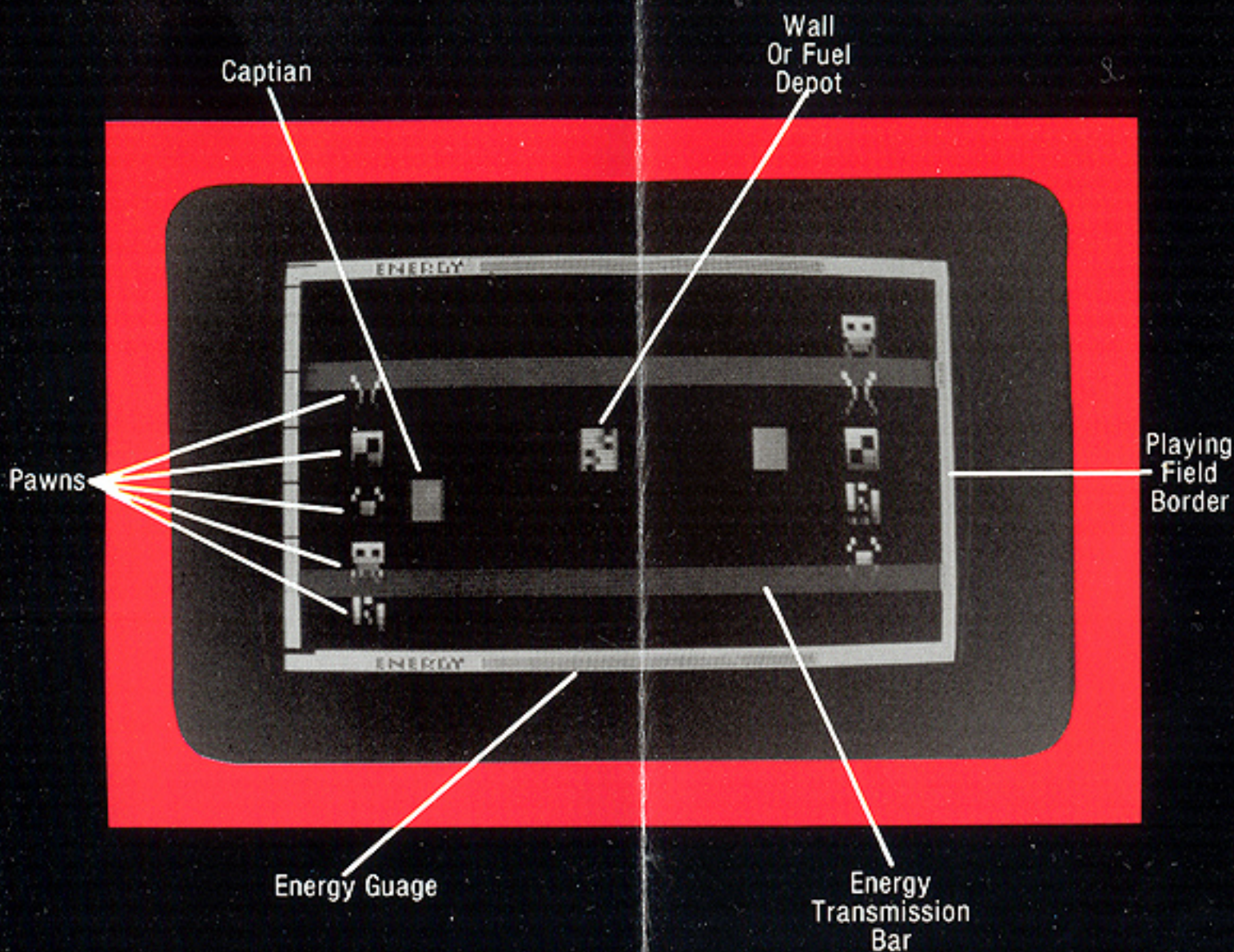
If you should run out of fuel, your robots will recharge you; but, it will cost you. The GAME MASTERS will force them to return one of your pawns to the playing field if you have moved any off.

## GAME INSTRUCTIONS

1. Follow the manufacturer's instructions to connect your Atari 2600 or compatible video game system to your TV.
2. Plug in both joysticks.
3. The game select switch and the black and white color switch are not used.
4. Hold the joystick with the red button in the upper left position.
5. Starting the game: If there is no game in progress, press the red button on either joystick; if you wish to start over at any time, press the game reset switch.
6. The game is over when one player has removed all his playing pieces.
7. Pawns or the captain can only be engaged when there is no movement of the joystick.
8. To engage a pawn move the energy transmission bar completely within it and press the fire button once.
9. To engage a captain move the energy transmission bar completely within it and press the fire button twice without moving the joystick in between.
10. Pawns cannot cross the horizontal path of their own pawns. They can cross the path of the opponent's side.
11. The captain has a special power to send home opposing pawns or captain. He loses this power once all pawns on his side have been removed.
12. Fuel is only used in moving playing pieces and not when the energy transmission bar is moved.
13. With the left difficulty switch in position A the captain and pawns move at the same speed. In position B the captain moves more slowly.



14. With the right difficulty switch in position A, pawns reappear after you run out of energy. In position B, the pawns do not reappear.



## STRATEGY HINTS

The captain has been granted special powers. Use them to open a path for your pawns to get home or to prevent opposing pawns from getting home. To move the captain very quickly home you can collide with the other captain. The GAME MASTER will then send both captains home. In this way, if your captain is on the opposite side of the board and an opposing pawn is about to be taken off, you can move very quickly to prevent this.

Try to develop offensive and defensive gaming plans. Position your pieces so that your opponent's path to his home is blocked. In this way you can slow his progress while you move other pieces off the board.



## **LIMITED WARRANTY**

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